AMENDMENTS IN THE CLAIMS

Please amend the claims as indicated below. The language being added is underlined ("___") and the language being deleted contains strikethrough ("———"):

1. – 14. (Canceled)

15.   (Currently Amended) A method for writing clear data to a frame buffer of a graphics display device, comprising ~~the steps of~~:

determining a dimension and a position of at least one image displayed on said graphics display device, wherein said at least one image is to be cleared;

determining a location of a region of memory where a plurality of data having at least pixel information associated with a plurality of pixels which display said at least one image is stored;

subdividing said memory region into a plurality of sub-regions; and

writing said clear data concurrently to each of said plurality of sub-regions.

16.   (Currently Amended) The method of claim 15, further comprising ~~the step of~~ issuing one clear command which initiates said ~~step of~~ writing said clear data concurrently.

17.   (Currently Amended) The method of claim 15, further comprising ~~the step of~~ issuing a plurality of clear commands, wherein each one of said clear commands corresponds to one of each said plurality of sub-regions, and wherein the ~~step of~~ issuing said plurality of clear commands initiates said ~~step of~~ writing said clear data concurrently.

18.　　(Currently Amended)　The method of claim 15, further comprising ~~the step of~~ associating a plurality of location identifiers, wherein one location identifier is associated with each one of said plurality of sub-regions residing in said frame buffer, and wherein said ~~step of~~ concurrently writing clear data begins at said plurality of sub-regions identified by said plurality of corresponding location identifiers.

19.　　(Currently Amended)　The method of claim 15, further comprising ~~the step of~~ determining said dimension and said position for each one of a plurality of images, and repeating the ~~steps of~~ determining a location and the subdividing for each one of said plurality of images.

20.　　(Currently Amended)　A computer-readable medium having a program for clearing data residing in a memory region, the program comprising logic configured to ~~perform the steps of~~:

determining determine a dimension and a position of at least one image displayed on a video display device, wherein said at least one image is to be cleared;

determining determine a location of said memory region where a plurality of data having at least pixel information associated with a plurality of pixels which display said at least one image is stored;
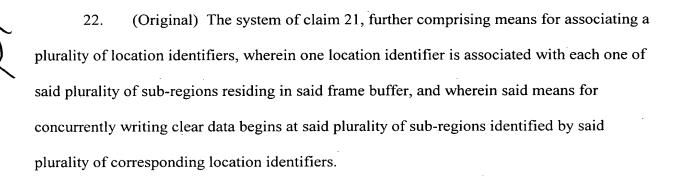
subdividing subdivide said memory region into a plurality of sub-regions; and

writing write said clear data concurrently to each of said plurality of sub-regions.

21.   (Original) A system for clearing data residing in a memory region, comprising:

means for determining a dimension and a position of at least one image displayed on said graphics display device, wherein said at least one image is to be cleared;

means for determining a location of a region of memory where a plurality of data having at least pixel information associated with a plurality of pixels which display said at least one image is stored;

means for subdividing said memory region into a plurality of sub-regions; and

means for writing said clear data concurrently to each of said plurality of sub-regions.

22.   (Original) The system of claim 21, further comprising means for associating a plurality of location identifiers, wherein one location identifier is associated with each one of said plurality of sub-regions residing in said frame buffer, and wherein said means for concurrently writing clear data begins at said plurality of sub-regions identified by said plurality of corresponding location identifiers.

23.   (Original) The system of claim 22, further comprising means for determining said dimension and said position for each one of a plurality of images, and wherein said means of determining a location and said means for subdividing said memory region operates on each one of said plurality of images.
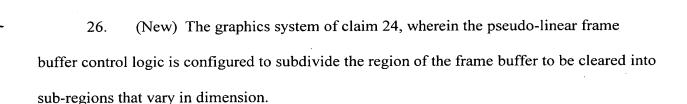
24.   (New) A graphics system comprising:

a frame buffer; and

a pseudo-linear frame buffer control logic for clearing data in the frame buffer, the pseudo-linear frame buffer control logic configured to:

determine a region of the frame buffer to be cleared;

subdivide the region of the frame buffer into a plurality of sub-regions; and

concurrently write clear data to each of the plurality of sub-regions.

25.   (New) The graphics system of claim 24, wherein the pseudo-linear frame buffer control logic is configured to subdivide the region of the frame buffer to be cleared into consecutive and adjacent sub-regions.

26.   (New) The graphics system of claim 24, wherein the pseudo-linear frame buffer control logic is configured to subdivide the region of the frame buffer to be cleared into sub-regions that vary in dimension.

27.   (New) The graphics system of claim 24, wherein the clear data written to each of the plurality of sub-regions corresponds to a predefined color of a pixel.

28.   (New) The graphics system of claim 24, wherein the pseudo-linear frame buffer control logic is further configured to:

determine a dimension and a position of at least one image displayed on a video display device which is to be cleared; and

determine a location of the at least one image in the region of the frame buffer.